

NEW !!! 524K FLASH MEMORY CARDS FOR YOUR ATARI PORTFOLIO!

LARGE CAPACITY

The model FMAP0.5 flash memory card fits in a Portfolio memory card slot like a 128K RAM card and has four times the file storage capacity. One card has enough capacity to hold over 250 pages of double spaced text, several spread sheets, or over 5000 addresses.

DATA SECURITY

Over ten year data retention without any batteries or any other power source. Data bits are retained as static charges on electrodes encased in a nearly perfect insulator. This is essentially the same mechanism as that used in EPROM. Unlike EPROM, flash memory can be erased (flushed) and rewritten electrically while still plugged into the Portfolio or PC Card Drive. The flash memory card data is also safe from magnetic fields that can corrupt data on ordinary magnetic storage media. A small loose magnet in a briefcase can destroy data on a magnetic disk but will have no effect on these flash memory cards.

PLUG IN AND USE

Insert the card inside the memory card slot and turn on the Portfolio. The card boots the Portfolio and loads the driver software from the card to make card memory capacity act like disk drive D:. You can write to and read from it. RUN programs up to 64K long will run directly from the card.

SOFTWARE DRIVER WITH FLASHCLEAN

As modified files are written back to the flash memory, they cannot simply overwrite their old sector locations because the old sectors have not yet been erased. The modified file is written into fresh sectors and the sectors previously occupied are marked "used". When the supply of fresh sectors gets low, the user can activate the Flash Clean part of the driver software which erases the "used"

sectors and makes them fresh again. Flash Clean saves the active file sectors, flash erases the entire memory block at one time, and replaces the active sectors in their proper locations among the newly erased sectors in the block. The result is fresh memory containing only valid file sectors and newly erased sectors fresh for rescue.

RAM DRIVE

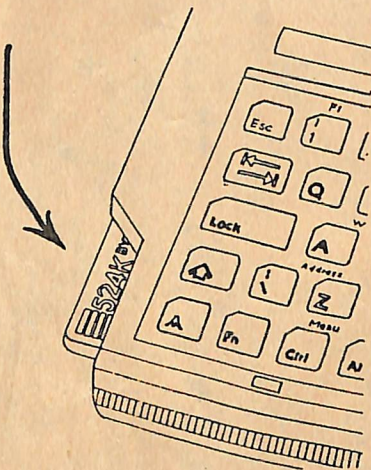
Along with 524K of flash memory there is also a 128K RAM chip on the card which is accessed as drive E:. The E: drive is temporary storage useful for manipulating large files. For example, you may be updating a large Address Book file and need to make a diary entry or edit a text file. You simply save the Address Book file to E: and make the diary entry or edit the text file. Then you return to the Address Book to recover your work file from E: When you are finally done updating the Address Book file you save it to D:. The files in D: are safely retained even if the batteries in the system fail. Files in E: are automatically cleared when Portfolio power to the card stops.

LOW POWER

Mass file transfer between the Portfolio and a desktop PC is very convenient using the memory card and Atari's PC Card Drive.

COMPATIBLE

The flash memory cards work well with the bare Portfolio or the Portfolio enhanced by accessories such as the Atari Serial Interface, Atari Smart Parallel Interface, or BSE Universal interface with 512K of extra system RAM installed. Ordinary RAM cards can be used interchangeably with the flash memory cards to increase file handling flexibility.



524K FLASH MEMORY
CARDS FOR ATARI
PORTFOLIO

only
\$189
ACP008

THE BSE FLASHDRIVE!

Awards and Recommendations:

The Flashdrive is the only portable hard disk recommended by Toshiba, NEC, Sharp, Poqet, Atari, and many others. Winner of the BYTE User's choice award (May 1992).

Printer Pass through Port:

An additional port is provided to allow printing at the same time the Flashdrive is used.

Portability:

The Flashdrive includes internal rechargeable batteries at no extra charge. Carry the Flashdrive anywhere, it's only 1.5" tall and weighs less than 1.5lb.

Performance:

Average seek time: 15-25 ms. Transfer Speed 4 MB per minute. Battery Time: continuous 2Hrs 30 min, Standby 10 Hrs, Average 5 Hrs.

20 Meg BSE Harddrive **\$299** HDP002

0 Meg BSE Harddrive **\$169** HDP004

SIZES UP TO 200 MEG AVAILABLE!!

FAST, EASY, POWERFUL EXPANSION FOR YOUR PORTFOLIO!



PORTFOLIO POWER - Hidden within the Portfolio's organizer skin beats the heart of a powerful PC-compatible processor, the Intel 8088. Now you can tap this awesome resource with a simple plug-in cartridge. Now you can easily access important utilities, modems, printer, even hard disks with one small plug-in cartridge. Just plug it in, no switches to set, nothing to configure. Use the Universal interface to work with desktop size text and spreadsheet files. **COMPLETE** - The Universal Interface includes a 1' serial cable, serial port, parallel port, utility ROM, and hard disk interface. The Universal Interface

512K brings your Portfolio up to a full 640K. It's even backed by a one year warranty. **COMPATIBLE** - The Universal Interface was developed in association with Atari and is recommended for use with the Portfolio. **Versatile** - The Universal Interface "snaps" into the side of your Portfolio, becoming one easy to carry system while adding less than three inches in length. The parallel port also does double-duty as a controller for the BSE Flashdrive series of portable hard disks. Your Portfolio can now access up to 200 MB of portable storage!! More power, more versatility, Add more muscle to your Portfolio Today!

BSE Interface with 0K memory **\$ 99.95** ACP014

BSE Interface with 512K memory **\$250.00** ACP015

B&C COMPUTERVERSIONS

2730 Scott Boulevard - Santa Clara, CA 95050

Summer 1993

Store Hours Tue - Fri 10am - 6pm
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408-986-9960

FAX: 408-986-9968

ATARI 800/XL/XE SOFTWARE ON CARTRIDGE

ATC180	3D TIC TAC TOE	16K	5.00	ATC202	FLIGHT SIMULATOR II	64K	5.00
ATC169	ABRACADABRA	16K	5.00	ATC200	FOOD FIGHT	64K	5.00
ATC183	ACE OF ACES	64K	5.00	ATC201	FOOTBALL	16K	5.00
ATC181	AIRBALL	64K	5.00	ATC204	GALAXIAN	16K	5.00
ATC184	ARCHON	48K	5.00	ATC203	GATO	64K	5.00
ATC089	ASSEMBLR ED A	16K	5.00	ATC205	GOLF (400/800)	16K	5.00
ATC090	ASSEMBLR ED B	16K	10.00	ATC206	HARDBALL	64K	5.00
ATC182	ASTEROIDS	16K	5.00	ATC208	JOUST	16K	5.00
ATC021	ATARILAB TEMP	16K	5.00	ATC209	JUNGLE HUNT	16K	5.00
ATC121	ATARIWRITER A	16K	19.95	ATC212	LODE RUNNER	64K	5.00
ATC123	ATARIWRITER C	16K	14.95	ATC080	LOGO PROGRAMMING LANG	16K	5.00
ATC186	BALL BLAZER	48K	5.00	ATC078	MICROSOFT BASIC II	16K	5.00
ATC185	BARNYARD BLASTER	48K	9.95*	ATC099	MISSILE COMM	16K	5.00
ATC086	BASIC REV A PROG LANG	16K	5.00	ATC213	MOON PATROL	16K	5.00
ATC087	BASIC REV C PROG LANG	16K	15.00	ATC129	MS. PAC MAN	16K	9.95
ATC187	BATTLE ZONE	48K	5.00	ATC214	MUSIC COMPOSER	16K	5.00
ATC188	BLUE MAX	48K	5.00	ATC218	NECROMANCER	48K	5.00
ATC189	BUG HUNT	48K	5.00*	ATC215	ONE ON ONE	64K	5.00
ATC190	CENTIPEDE	16K	5.00	ATC170	OZZY'S ORCHRD	16K	5.00
ATC191	CHOPLIFTER	64K	5.00	ATC105	PAC MAN	16K	5.00
ATC197	DAVID MIDNIGHT MAGIC	64K	5.00	ATC103	PILOT PROGRAMMING LANG	16K	5.00
ATC175	DECATHALON	16K	5.00	ATC216	SKY WRITER	16K	5.00
ATC195	DEFENDER	16K	5.00	ATC217	SPACE INVADERS	16K	5.00
ATC194	DELUXE INVADERS	16K	5.00	ATC097	STAR RAIDERS	16K	5.00
ATC192	DEMO IN STORE ATARI	16K	5.00	ATC219	SUPER BREAKOUT (PADDLES)	16K	5.00
ATC193	DEMO XL/XE GAMES	64K	5.00	ATC075	SUPER PAC MAN	16K	9.95
ATC196	DESERT FALCON	64K	5.00	ATC102	TELELINK II	16K	5.00
ATC198	DONKEY KONG JR	16K	5.00	ATC221	TENNIS	16K	5.00
ATC117	DONKEY KONG	16K	5.00	ATC220	TRACK & FIELD	16K	5.00
ATC125	EASTERN FRONT	16K	5.00	ATC222	VIDEO EASEL	16K	5.00
ATC199	ET PHONE HOME	16K	5.00	ATC223	WIZARD OF WOR	16K	5.00
ATC168	FANTASTIC VOYAGE	16K	9.95				

* = Requires Light Gun

THE ABOVE PROGRAMS ARE CARTRIDGES ONLY. NO BOX, NO DOCUMENTATION

ATARIWRITER

No more retyping entire pages for the sake of a few revisions. With Atariwriter you can make corrections and design page layouts right on the screen. And a special print preview option lets you see exactly how everything will look on paper. You can automatically edit and reorganize anything you've written until it's just right. Moving or removing sentences or paragraphs is simply a matter of pressing a few keys. If you're writing one memo or letter that's destined for several different people, you can easily change the names in the document.

(ATC120 Revision A) **\$29.95** (either version)
(ATC122 Revision C If using ATARI 1027 Printer)

LOGO

A popular educational language for students and teachers, for use at home or school. Logo is simple enough for preschoolers and sophisticated enough to challenge college students. A small triangular cursor called a "turtle" is used to draw graphics easily. Logo includes sound and music commands which use the Atari's music synthesis capability.

Features include four different types of screens; cataloging commands; and a TRACE command for programming and debugging. Logo gives you the ability to do LIST processing and read music, graphics, and text files previously created with Logo. (PKG002) **\$9.95**

MICROSOFT BASIC II

ATARI Microsoft BASIC II puts the power of the most advanced BASIC language in an easy-to-use, quick-loading 16K ROM cartridge. When you insert the cartridge in your computer and turn the computer on, you're ready to use a wide variety of Microsoft BASIC programs.

Add the Microsoft BASIC II Extension diskette and you can tackle most any BASIC programming job - from the simplest to the most complex.

PILOT

PILOT is an easy to learn and use programming language. PILOT's clear, simple commands make it an ideal language for introducing computer programming to children and adults. In just a few hours, beginners can be writing programs that create sound, graphic designs, and interactive word games.

PILOT also has a powerful set of simple graphics commands "turtle graphics" for drawing colorful pictures on your screen, a sound command that plays up to four simultaneous musical voices, and commands for recording information on tapes and diskettes. Recommended for ages 8 to adult. (ATD316) **\$14.95**

ATARILAB

ATARILAB STARTER SET - Contains the AtariLab Interface, a panel that all AtariLab modules plug into - along with everything you need to set up your own temperature and heat-energy experiments. There's a temperature sensor, an electronic thermometer that sends temperature readings to your computer; plus there's a standard bulb thermometer for field checks and calibrating.

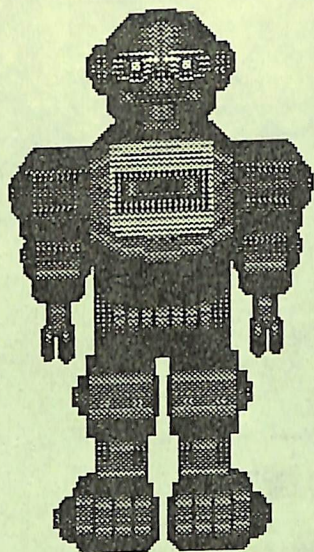
ATARILAB LIGHT MODULE - Is the refrigerator light really off when you close the door? What's the best way to capture energy? Make these discoveries with this remarkable Light Module. Includes light sensor, light assembly, light stand, polarizer, analyzer wheel, light filters, test tube, and light stick. Discover the fascinating properties of light and the world around you. Requires AtariLab Starter Set.

BOTH FOR ONLY **\$14.95** (PKG001)

You can also convert Microsoft BASIC programs written for other computers so that they run on your Atari. A whole new world of creative programming awaits you!

As part of this package you get a thorough set of guidelines for its use, including a reference manual and a quick reference guide.

(ATC076) **\$31.50**



NEW!!! ROBOKIT FOR YOUR ATARI ST!!

Direct from Atari! A Plug-In interface that will allow you to control a variety of different kinds of robots. All you need are the motorized Lego Kits (usually available at Toys R' Us) to get started. RoboKit is designed to operate battery driven robot models from an Atari ST through the RoboKit ST interface. RoboKit has been designed to be used by people with no previous experience of electronics or robot control as well as those who are experts. Includes RoboKit Interface, software, and a comprehensive instruction manual.

LIMITED QUANTITIES!! \$49.95 ACS073

Music for your Atari ST



Edit Track II - \$29.95 STD385

This is a 60 track sequencer that provides any musician with the most flexible and powerful music production system available for the Atari ST. The program is primarily laid out like a multi-track tape recorder; linear sequencing, in other words. Each track functions quite like what you'd find in a 24 or 32 track machine, except now you have 60 digital tracks. You can record keyboards on one track, base on another, kick on a third, etc. overdubbing as you go. Tracks can be muted, bounced, or just about anything you'd normally do with an analog tape deck. There are literally hundreds of options available in this program. Use with color or monochrome monitor, one disk drive (single or double), at least one MIDI equipped instrument, an audio playback system or set of headphones, and at least one meg of memory.

EZ Track - \$9.95 STD384

With EZ-Track you can make multitrack recordings in real time, save them to disk, then play them back in perfect sync, just as you would on a multitrack tape recorder. Ez-Track provides 20 polyphonic tracks with a total capacity of more than 27000 notes on a 512K Atari, or 63000 notes on a 1 meg computer. Ez-Track is capable of recording all MIDI data, including velocity, wheels and pedals, program changes etc. A MIDI clock output is provided so that drum machines and other devices can be synchronized to EZ-Track. MIDI Thru capability is also included, incorporating a channelizing function.

(These programs were created by Hybrid Arts, but are now supported by Barefoot Software)



Music for your Atari 800/xl/xs



Hybrid Art's MidiTrack system is designed for the creative musician. MidiTrack emulates the procedures used in professional multitrack tape recording while providing many functions that can be implemented only through the manipulation of data by a computer. You can record multitrack sequences in real time, save them to disk, then play them back in perfect sync, just as you would on a multitrack tape recorder. Requires an Atari compatible disk drive such as the Atari 1050 or Atari 810, color or black & white monitor or TV set, one or more MIDI equipped synthesizers, and an audio playback system. MidiTrack II requires MIDI cables.

HYBRID ARTS (Barefoot) MIDI PROGRAMS

ATD657	MIDIPATCH CASIO CZ	9.95
ATD531	MIDIPATCH YAMAHA	9.95
ACA037	MIDITRACK II (800/XL)	79.95
ACA038	MIDITRACK III (130XE)	79.95

OTHER MUSIC PROGRAMS

ATD164	SONGWRITER	9.95
ATC093	MUSIC COMPOSER	9.95
ATD382	MUSIC PAINTER	9.95
ATD379	ATARIMUSIC I	9.95
ATD381	ATARIMUSIC II	9.95
ATD231	ELECTRONIC DRUMMER	13.50

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ATARI LYNX ENTERTAINMENT SYSTEM

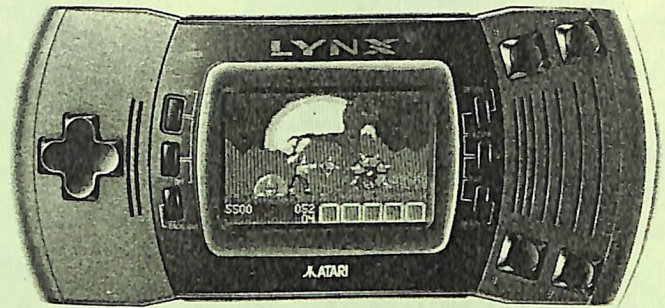
\$79.95 base unit

DESIGNED FOR EVERYONE, ANYWHERE, ANYTIME!

The Atari Lynx is the world's first complete portable color entertainment system. The 16-bit graphics engine provides outstanding color, dramatic graphics, fast action and exceptional depth of game play. The 32-bit audio processor brings out the realistic sound in each game for maximum enjoyment.

With a large library of proven arcade hits, the Lynx has used its advanced scaling capabilities and detailed graphic characters to bring the most power-packed action you can get into the palm of your hands!

The Lynx features duplicate button arrangements and a special flip function that enables the Lynx to be easily played by both righties and lefties alike! Lynx is the only system that lets you position the controls where you want them!!



HDL003 LYNX GAME UNIT 79.95

ACCESSORIES:

ACL007	LYNX WALLET - HOLDS 9 GAMES	14.95
ACL002	LYNX CARRY CASE POUCH STYLE	19.95
ACL003	LYNX CARRY CASE LARGE	23.95
ACL001	LYNX FANNY PACK CARRY CASE	24.95
ACL004	SUN VISOR FOR OLD STYLE LYNX	7.95
ACL005	SUN VISOR FOR NEW STYLE LYNX	7.95
PRL001	AC POWER ADAPTER	17.95
PRL002	CAR ADAPTER FOR 2 PLAYERS..	20.95
PRL003	PCB POWER CONNECTOR	3.95
CAL001	MULTIPLAYER CABLE	9.95
ACL006	LYNX 6 D-CELL BATTERY PACK.	17.95
ACL008	RECHARGEABLE BATTERY PACK	29.85

LYNX GAMES:

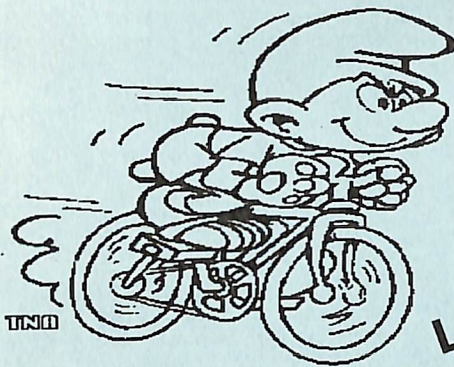
LYN022	A.P.B.	39.95
LYN035	AWESOME GOLF	39.95
LYN051	BASEBALL HEROES	34.95
LYN041	BATMAN RETURNS	49.95
LYN045	BASKETBRAWL	39.95
LYN033	BILL & TED	39.95
LYN003	BLUE LIGHTNING	39.95
LYN020	BLOCKOUT	24.95
LYN017	CALIFORNIA GAMES	39.95
LYN026	CHECKERED FLAG	39.95
LYN005	CHIPS CHALLENGE	29.95
LYN038	CRYSTAL MINES II	39.95
LYN059	DINO OLYMPICS	39.95
LYN054	DIRTY LARRY	39.95
LYN055	DRACULA	39.95
LYN001	ELECTROCOP	24.95
LYN004	GATES OF ZENDOCON	24.95
LYN002	GAUNTLET	24.95
LYN031	HARD DRIVIN	39.95
LYN042	HOCKEY	39.95
LYN044	HYDRA	39.95
LYN027	ISHIDO	29.95
LYN056	JOUST	39.95
LYN007	KLAX	24.95
LYN047	KUNG FOOD	39.95
LYN043	LYNX CASINO	39.95
LYN013	MS. PAC-MAN	29.95

LYN021	NINJA GAIDEN	39.95
LYN050	NFL FOOTBALL	39.95
LYN023	PACKLAND	29.95
LYN008	PAPERBOY	29.95
LYN046	PINBALL JAM	39.95
LYN057	PITFIGHTER	49.95
LYN058	POWER FACTOR	39.95
LYN028	QIX	39.95
LYN014	RAMPAGE	34.95
LYN040	RAMPART	34.95
LYN015	RYGAR	34.95
LYN011	ROAD BLASTERS	39.95
LYN010	ROBO SQUASH	24.95
LYN030	ROBOTRON	24.95
LYN024	SCRAPYARD DOG	39.95
LYN048	SHADOW OF THE BEAST	39.95
LYN016	SHANGHAI	29.95
LYN006	SLIME WORLD	29.95
LYN049	STEEL TALONS	39.95
LYN032	STUN RUNNER	39.95
LYN039	SUPERSKWEK	39.95
LYN052	SWITCHBLADE II	39.95
LYN037	TOKI	39.95
LYN025	TURBO SUB	39.95
LYN034	TOURNAMENT CYBERBALL	39.95
LYN019	ULTIMATE CHESS	39.95
LYN029	VIKING CHILD	39.95
LYN018	WAR BIRDS	39.95
LYN053	WORLD CLASS SOCCER	29.95
LYN009	XENOPHOBE	29.95
LYN036	XYBOTS	39.95
LYN012	ZARLOT MERCENARY	24.95

FEATURES

- **DIRECTIONAL JOYPAD.** Built-in 8-directional joypad.
- **FULL COLOR LCD DISPLAY.** Large built-in high definition, full color, LCD display provides dynamic graphics in up to 16 colors at one time from a palette of over 4000 colors.
- **VOLUME CONTROL.** Lynx's 4-channel sound allows you to experience the full effect of each game.
- **HEADSET JACK.** Accepts standard headphones.
- **MULTIPLAYER CAPABILITIES.** Each system uses its own Comlynk cable and game card (not included). The number of game players allowed will be determined by each software title.

Cartridge Specials!!

**GAME CARTRIDGES FOR YOUR ATARI
800/XL/XE****Lowest Price Ever!****\$9.95** each

ACE OF ACES - This one puts you in the cockpit of the Mosquito, the maverick RAF fighterbomber of World War II. Your only allies are your wits, your weapons, and your radar. Select one mission or any combination. If you complete all four successfully - and make it back alive - you'll become the most distinguished flight veteran of WWII, the Ace of Aces! (XL/XE only) ATC158

ARCHON - A magical medieval playing field rendered on the landscape of an overgrown chessboard looms before you. Within this mystical area are phoenixes, golems and wizards. Their powers change as they move from square to square. Archon is a contest of action and strategy between opposing forces wrought from myth and legend. The Light Side and the Dark Side are equal in force, balanced in strength. Though they are not identical, their goals are the same. Each side exists to conquer by eliminating all of the opposing pieces or controlling the five power points. ATC153

BALLBLAZER - The year is 3097... you are the contestant in the fastest, most competitive and by far the most popular sport in the universe. You and your opponent are strapped into Rotofoils, hovercraft-like vehicles that skim the surface of the playfield at speeds of up to 50 meters a second. Your objective is simple - score the most points during the timed competition and be declared the Champion. Ballblazer features two-player simultaneous play with first-person perspective for both players. ATC139

BATTLEZONE - It's 1999 and all the nations of Earth have agreed on to world peace. But, power-hungry rebels have sent out a huge fleet of robot war machines that can annihilate the planet and turn it into a lifeless landscape. They must be stopped! Your tank can maneuver in every direction and turn a full 360 degrees. The cockpit computer displays a radar scanner and strategic defense information. The future of the planet depends upon your agility, skill and defiance. You must triumph! ATC141

BLUE MAX - While flying a reconnaissance mission during World War I, Max Chatsworth sees his entire squadron cut down by the enemy. He vows to avenge the death of his comrades and shoots down 20 enemy planes within the following month. This daring feat makes him one of the greatest fighter pilots in history! Relive Chatsworth's exploits as he flies over war torn Europe. Your mission is to bomb the enemy's airfield and bridges and destroy as many enemy planes as possible. ATC144

CAVERNS OF MARS - Martian galactic fleets surround the planet and are demanding its surrender. The Terra IV High Command knows that your space fighter, the Helicon VIII, is the only craft equipped to invade the Martian headquarters deep within the Caverns of Mars. Your mission: Sabotage the Martian defense system by activating their deadly fusion bomb. Once activated, the bomb will level Martian Headquarters within a matter of seconds. So unless you reach the surface before time runs out, you will be destroyed along with the enemy. ATC111

DARK CHAMBERS - Master the subterranean kingdom. Collect magic potions and treasure chests as you encounter them in the tangle of rooms and corridors. Use keys found on the path to open doors. Take food and drink along the way to keep up your strength.

Danger lurks everywhere in the underground maze. You must conquer the evil guardians to make yourself master of this domain. (XL/XE only) ATC159

DAVIDS MIDNIGHT MAGIC - Get ready for real life pinball on your TV. Keep your eye on the screen and launch the ball. Smash the ball across the game board using the double flippers. Bounce off the bumper and hit actual drop targets. Zero in on the colored targets for even higher scores.. and then head for the rollovers to score more bonus points. Up to 4 players can compete and you don't have to worry about running out of quarters! (XL/XE only) ATC146

DESERT FALCON - You are the fearless Desert Falcon questing for treasures hidden in the endless desert. But mythical flying beasts, blazing firepots and desert birds of prey are guarding the jewels you seek. Find the hieroglyphics hidden in the desert sands. These ancient symbols will give you superpowers against the evil ones. You must capture the desert booty of silver and precious gems. The treasures of ancient Egyptian pharaohs can be yours if you dare. ATC151

DIG DUG - All the excitement of the arcade game comes home with this version of Dig Dug. You guide the hungry gardner as he tunnels beneath the earth searching for delicious fruits and vegetables. But beware of the fire breathing Fygars and mischevious Pooka, whose touch means the end for Dig Dug. It's a game of skill and adventure for one or two players. ATC113

DONKEY KONG - Now, the thrill of the arcade game at home! You can feel the exciting tingle up and down your spine when you play donkey Kong at home, just like at the arcade. Your joystick guides Mario, the fearless carpenter, up the girders and elevators as he attempts to rescue his sweetheart from the clutches Donkey Kong. For one or two players. ATC116

DONKEY KONG JR - You don't just play Donkey Kong Junior... you feel it! Mario has his revenge. He's captured Donkey Kong! But is that fair, especially to Donkey Kong's baby boy, Junior? No way! So now it's up to the littlest hero of all to brave the dangers of the jungle, the chains and Mario's fortified hideout to save his poor papa. All the thrills of the arcade game for one or two players. ATC126

EASTERN FRONT '41 - All the reality of the 1941-42 Eastern Front campaign is cunningly packed into this game: the determination and fervor of the Russian people's plight to save their homeland from the Nazi onslaught; the effects of infantry deployment on a hostile and impenetrable landscape; the devastating impact of air support and most important - the consequences of your strategy. Time stands still as you combat the forces of history. Your mind is the power behind the battles. ATC124

FINAL LEGACY - The 3-Front war game. Weigh anchor at the turn of the tide. Your mission: to steer the battleship Legacy into the Dead Zone and destroy the Warmonger's missile sites. And while your battling against all odds at sea, you must also help your compatriots back home as they defend their cities against the enemy missiles. Look out for enemy ships that follow you. If you're not careful, they'll turn your ship into splinters. ATC140

FOOD FIGHT - It's every schoolkids dream come true - and every chef's nightmare. Charley loves to eat. One day he visits the carnival and heads straight for the Food Fight contest. Help Charley hurl mounds of food at the disgruntled chefs. spinach, bananas, tomatoes, watermelon. Avoid the chef's attacks - they'll bury you underneath a mountain of mush. Race the clock, creampuff the chefs and keep your eye on the leftovers. (XL/XE only) ATC143

FOOTBALL - Outsmart the defense. Pass with amazing accuracy. run with speed and agility. Make sure-handed tackles. Then pick off an interception to preserve a hard-won triumph. RealSports Football makes you the superstar of armchair quarterbacks.. split ends.. and line backers too. You direct all the action with your joystick. You can take on the computer in a practice game or challenge a friend to a dramatic video bowl game of your own. A packed stadium cheers as you put points on the scoreboard. ATC114

GALAXIAN - Relentlessly they come! The Galaxians - Drones, Emissaries and Hornets lead the way, and protect the commanders who guide the attack. Your only hope: blast them out of the sky before they destroy you. But as you eliminate one wave of attackers, there's another behind it, faster and more powerful than the last. One or two can play Galaxian at 10 different skill levels including an easy version for beginners. ATC112

GATO - You are assigned to a GATO class submarine. Your patrol is the South Pacific theatre. Your mission begins with a coded message assigning your objective. Read the charts, determine your attack and torpedo strategies, access damages, out maneuver the enemy and survive. Three dimensional objective perspective in the conning tower and on periscope screens add even more realism to every exciting adventure. ATC152

JOUST - In days of olde, when knights were bolde - they never saw anything like this! You don your helmet, hoist your lance -and mount your ostrich to do battle with the evil Buzzard riders in deep space! Pterodactyls to the right of you, alien eggs to the left- learn to fly so you won't die so very far from home. For one or two players. ATC130

JUNGLE HUNT - Savage cannibals have kidnapped your traveling companion and you must rescue her before they turn her into stew! In the deep jungle forest you jump from rope to rope. Then, knife in hand you brave the crocodile infested river only to face a landslide of huge boulders on the otherside. You reach the cannibal's campsite just in time- your sweetie hangs suspended over a hot cauldron of boiling goo! With superb graphics and realistic sounds, this game is sure to bring out the beast in you! ATC133

LODE RUNNER - You are a highly trained Galactic commando deep in enemy territory. Power hungry leaders have stolen a fortune in gold from the peace loving Galactans. Your mission: Infiltrate each of the 75 different subterranean levels, evade the Bungleing guards, and recover the booty. Run, jump, climb and blaze your way through maze-like catabombs. Collect all the gold in a level, then advance towards the surface and freedom! ATC145

MILLIPEDE - Creepy crawly bugs like jumping spiders, buzzing bees, bouncing beetles, mosquitoes, dragonflies, inchworms and earwigs have invaded your little garden patch and you've got to blast fast to get rid of them, but watchout! the Millipedes - cousins to the famed Centipede - are the most insidious insects of all! Fast action graphics and real bug sounds make this game just like the arcade smash hit! Even use your Trak-Ball controller for a quicker assault on those bothersome bugs! ATC132

MISSILE COMMAND - The enemy is attacking six major cities. Try to destroy incoming nuclear missiles. Get those killer satellites and bombers before they get you. But watchout for deadly missiles that can dodge your fire! The more enemy weapons you hit and the more cities you save, the more points you score. For one or two players. ATC098

MOON PATROL - Your beat: Sector Nine, home of the roughest, toughest thugs in the galaxy. You have the finest patrol car on the force- complete with anti-gravity jump buttons and laser bullets. But you'll need more than a hot car in the rough terrain of Sector Nine. Blast UFOs. Leap overland mines. Demolish tanks. Jump huge craters and moon rocks - just to survive! ATC134

NECROMANCER - You are Illuminar, the legendary Druid sorcerer rallying the forces of nature to combat evil. Defender of truth and freedom, only you have the power to challenge Tetragorn,

the Necromancer, whose black magic darkens the forest and threatens doom to its helpless inhabitants. Your ancient spells bring life to the forest and the trees will come to your defense. The Necromancer threatens you and saps your strength. Hold true and the forces of Light will bring you triumph in this dark encounter. ATC163

ONE ON ONE BASKETBALL - Play basketball with Larry Bird or Julius "Dr. J" Erving. You can play against the computer or challenge a friend. This amazing game features realistic offensive and defensive moves, fatigue factors, hot streaks, a shot clock, even instant replay and a shattering backboard. (XL/XE only) ATC154

PENGO - You've just landed in Antarctica. Your mission is to help Pengo, the penguin, fight killer Sno-Bees on a battlefield of ice blocks. Just as in the arcade game, Pengo must crush or freeze the deadly creatures before they destroy you. The faster he clears them out, the more points you win! For one or two players. ATC131

RESCUE ON FRACTALUS - You've joined the elite Rescue Squadron flying to the hostile planet Fractalus to confront the ruthless enemy Jaggies head on. The mission is to rescue Ethernor pilots shot down and stranded on that brutal planet and help lead our forces to victory... for the merciless Jaggi onslaught must be stopped to preserve the future of the galaxy. You've never faced a challenge as tough as this before! ATC138

ROBOTRON - It's the year 2084 and you're the only being left who can defend humanity against the Robotron armies! You've got to move quickly to rescue the defenseless humans and blast fast with your anti-robot lasergun to shatter the oncoming waves of Grunts, Hulks, Brains, Spheroids, Electrodes, and mutant Progs. Only you can save the last survivors! ATC118

SKY WRITER - Discover Sky Writer; a fun and creative way to learn how to make compound words. While flying through the clouds, the learner picks out two root words that can be linked together to fit the definition at the top of the screen. Sky Writer teaches basic word structure and dozens of new definitions, as well as spelling and reading skills. The best thing about Sky Writer is that it's FUN! ATC137

SPACE INVADERS - You've made a mission to the moon, but so have the deadly Space Invaders. Your objective is to protect yourself from the alien invaders and to prevent them from landing on the lunar surface by destroying them. As their rocket ship moves closer to the lunar surface, they tend to center their laser beams on your laser cannon. Your long-term objective is to destroy them and score as many points as possible. ATC094

STAR RAIDERS II - Chut, the evil mongrel Zylon Master, plans to destroy the Federations Celos IV star system. He commands an awesome Zylon Master Force. He has his sights set on the planet Teris. Time is of the essence. Your mission is to pilot the Libetry Star and to destroy the entire Zylon force with your onboard pulse lasers, ion cannons and surface starbursts. Should Chut and his Zylon Master Force succeed, the Federation will be lost! ATC142

SUPER BREAKOUT - This fast moving game can be played by one to eight players. The object is to score the highest points possible, or to score more points than your opponents. Points are scored by hitting the ball into rows of bricks on the screen using the paddle controller. You can play regular Break Out, Progressive, Double or Cavity. This game will challenge all of your skills as you strive to wipe out the brick walls. (requires paddle controllers) ATC092

TENNIS - You've got the Power! forehands and backhands, driving approach shots, angled volleys, overhead smashes and tricky lobs - you've got all the strokes in Tennis! Whether you choose singles vs the computer or another player, or doubles, the action is fast and furious. You control your position on the court and where you want to hit the ball just as in the real-life game. Electronic scoreboard displays the results. ATC127

SHIPPING INFORMATION - Prices do not include shipping and handling. Add \$6.00 for small items (\$10.00 Min. for Canada). Add \$10.00 for disk drive. Calif. res. include 8.25% sales tax. Mastercard and Visa accepted if your telephone is listed in your local phone directory. Orders may be pre-paid with money order, cashier check, or personal check. Personal checks are held for three weeks. International and APO orders must be pre-paid with cashier check or money order. \$20.00 minimum on all orders.

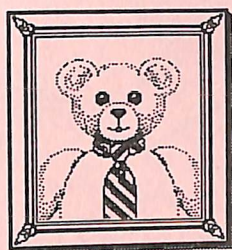
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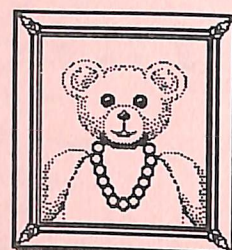
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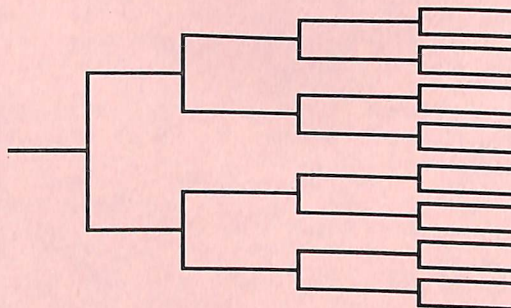
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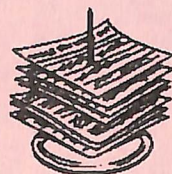
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- Provides fast bank reconciliation
- Allows file extensions on multiple diskettes
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- Set up a budget (as many as 350 categories) and then compare your actual income and expense to the budget.
- Keep a record of all your banking and credit card transactions, and reconcile statements instantly. Up to ten bank accounts can be handled, and Net Worth prints checks too!!
- Maintain an up-to-date record of Your Personal Net Worth (your personal balance sheet).
- Never forget a tax deductible item today or at tax return time.
- Record stock, bond, and other investment transactions
- Your Personal Net Worth may be tax deductible. Consult with your accountant.
- Document all household valuables, collectibles and important papers for insurance and other purposes. And record their locations if you wish.
- Display or print all the important financial reports you might need.
- Documentation in plain English is indexed for easy use.
- Simple-to-use ... special "help" functions are available on-screen at all times.

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ATT009 SPEED READING - Break through to a new reading potential. SpeedReading goes beyond improving reading speed to develop other advanced reading techniques, such as skimming, scanning, purpose setting, and organizing ideas. This solid foundation of reading techniques, plus computer-paced exercises will help you and your family discover the skill of reading faster and more efficiently.

ATT016 TOUCH TYPING - Improve your typing skills at your own pace. Start at any level: beginner, intermediate or advanced. Step-by-step instructions take you from your starting point to where you'd like to be. The computer keeps track of your words per minute and evaluates your weak points and uses it's built-in sentence generator to tailor exercises suited to your skill level.

ATT019 MAILING LIST - Use the Mailing List program to keep a record of names and addresses for Christmas cards, birthdays or club activities. A General List program is included, which you can use to create and save other types of lists. You can sort the data alphabetically or numerically for printing.

ATT014 CONVERSATIONAL ITALIAN - You'll be hearing and speaking Italian right through this course. Listen carefully to the Italian people on the tape and copy them so you have a good accent right from the start. The course includes five tapes and a comprehensive workbook.

ATT011 CONVERSATIONAL FRENCH - You'll be hearing and speaking French right through this course. Listen carefully to the French people on the tape and copy them so you have a good accent right from the start. The course includes five tapes and a comprehensive workbook.

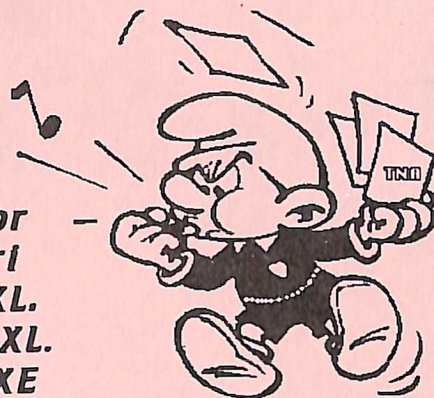
ATT017 STATES & CAPITALS - This program teaches you the geography of the United States in an enjoyable and interesting way. Unless you're an expert in geography, you'll be surprised at how much you can learn. The computer draws a map and outlines a state, you must identify it and the corresponding capital.

ATT005 INVITATION TO PROG 2 & 3 - Learn computer programming easily. Create your own sound and graphics; write your own programs. The manuals and easy-to-use cassettes contain everything you need to begin learning programming in BASIC. Includes Writing Programs one and two and workbook, and Invitation to Sound and Graphics and workbook.

ATT015 MICKEY IN GREAT OUTDOORS (age 7-10) Two challenging computer learning adventures. Mickey Goes Hiking develops and reinforces essential grammar and spelling skills. Help Mickey by finishing incomplete sentences and by creating words out of scrambled letters. Mickey Goes Exploring develops and reinforces two basic math skills - equation solving and number sequencing. Help Mickey by finishing incomplete equations and completing numerical sequences in their proper order.

ATT001 JUGGLES HOUSE (age 3-6) - Young children have fun playing with Juggles House and the toy shelf. These brightly animated learning games teach the concepts of inside, outside, upper and lower. Each game includes a "playground" where children can try out these new ideas.

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ATT018 SNAKE-O-NYMS (age 8-14) - Synonyms and Antonyms: choose your game, watch out for the hungry snakes. Hop your frog to the correct word and watch your score get higher! Word Endings and Word Structure: 12 pairs of words and word endings. Choose two. Do they make a word? Is the spelling correct? How many matches can you make?

ATT002 JAR GAME (age 6-10) - Probability and Problem Solving: go for the gold - pick the right jar, land the buzzing fly. Can you beat the computer? Directionality, color and Shape discrimination: Up, Down, Left, Right - move your spaceship - capture the alien satellites.

ATT003 BATTLING BUGS (age 9-12) - Positive and Negative Numbers: columns of bugs, marching to war. Black bugs are positive and red bugs are negative. Get rid of them all! You might be the master exterminator. Equivalent Fractions and Visual Memory: 10 pairs of equivalent fractions.. choose two. Are they equal? Concentrate on concentration! Beat your opponent by more than a fraction!

ATT006 SPACE INVADERS - You've made a mission to the moon, but so have the deadly Space Invaders! It's up to you to protect the lunar surface as well as yourself and your laser cannon. There are 12 different game variations. For one or two players.

ATT008 BLACKJACK - Bring home the thrill of the casino. Play against a dealer you can trust. The computer plays by the rules. Learn all the rules of the game or practice to your heart's content. Get ready for that next trip to the Blackjack table!

ATT020 PHAROAH'S CURSE - For three thousand years the Pharaoh's Tomb has been a mystery and deathtrap. It's rumored that the chamber contain dark and terrible dangers for those that would attempt to make the pharaoh's treasure their own. The pharaoh and his guardian mummy are said to walk the chambers destroying all trespassers. Are you brave enough to defy the dangers and seek out his treasures?

ATT021 ZAXXON - Imagine yourself the pilot, attacking the enemy fortress - climbing, diving, swooping and strafing to score points and extra fuel. The enemy fights back with a barrage of missiles and gunfire. You face a fleet of enemy fighters in a gripping dogfight of altitude strategy and flying skill.

BKA043 101 PROG TIPS & TRICKS - This exciting book contains 101 tips and tricks that you can accomplish with your computer. The accompanying tape has many of the programs already typed in so all you need do is run them.

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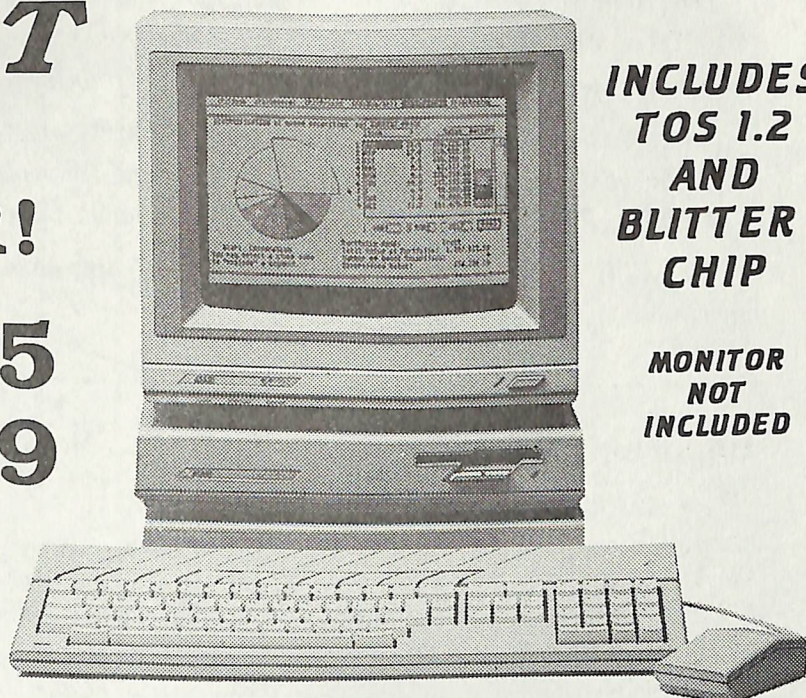
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Based on the powerful 68000 microprocessor, the MEGA uses the custom BLiTTer™ chip for faster graphics operation. The GEM® operating environment is built in, and the mouse-driven interface is easy to learn. Enhanced memory—2 or 4 Mb of RAM—gives the MEGA the ability to handle lengthy desktop publishing documents and spreadsheets.

The MEGA is compatible with the Atari ST, including both software and peripherals, and a new generation of high-level professional applications.

Important Features

- 2 or 4 Mb RAM
- Internal floppy disk drive
- Mouse included
- BLiTTer for faster graphics
- GEM and TOS™ in ROM
- Battery backed-up clock
- Built-in MIDI ports
- Serial and parallel ports
- Connections for:
 - second floppy disk drive
 - hard disk drive
 - laser printer
 - internal expansion
- Palette of 512 colors
- High-resolution monochrome (640x400) with paper-white display or RGB color monitor

Ordering Information

With your Atari MEGA computer, you will receive the keyboard, mouse controller, two AA batteries, the USA Language Disk and manual.

Technical Specifications

Architecture

Central Processing Unit: Motorola™

68000 running at 8 MHz

Memory: 2 or 4 Mb RAM; 192K ROM; supports 128K external ROM cartridge

Data storage: built-in 3½" floppy disk drive, storage capacity 720K (formatted); additional floppy disk drive and hard disk drive (optional)

Graphics/Sound

Full bit-mapped display: custom BLiTTer chip for faster operation

Monochrome: 640x400 pixels maximum

Color: 640x200 pixels x4 colors; 320x200 pixels x16 colors (selectable)

Palette range: 512 colors

Sound: 3 programmable sound channels; programmable volume; dynamic envelope shaping; wave shaping; programmable attack, decay, sustain, release; range 30 to beyond 20,000 Hz

User Interface

Keyboard: standard QWERTY type-writer format; separate cursor key cluster; separate numeric keypad; 94 keys (including 10 function keys); internal processor; variable auto-repeat and key-click response

Mouse: 2-button control; removable ball for easy cleaning

Input/Output Ports (built-in)

Printer: 8-bit parallel

Modem: RS-232C; 50–19,200 baud

Floppy disk drive: 250 Kbits/sec

Hard disk drive (DMA): 10 Mbits/sec

MIDI (Musical Instrument Digital Interface): In/Out/Through; 31.25K baud

Mouse and Joystick ports

Expansion for accessory boards

Operating System

The Operating System (TOS): in ROM; hierarchical file structure

GEM operating environment: icons; multiple windows; window sizing/positioning/scrolling; drop-down menus

Standard software: ST BASIC™

Desk accessories: VT®-52 terminal emulation; Control Panel; RS-232C port and Install Printer configuration control

Physical Characteristics

Dimensions: CPU 2.63H x13.38W x15.74D"; keyboard 1.57H x18.70W x7.48D"

Weight: CPU 9.5 lb; keyboard 4 lb



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STD028 ALCON
STD478 ALIEN SYNDROME
STD651 ALL ABOARD
STE734 ALPHA WAVES
STD025 AMAZON
STE472 ANARCHY
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STD027 ARCTIC FOX
STD676 ARENA
STD016 ARKANOID
STD302 ARTURA
STE069 ASTAROTH
STE801 ATOMINO
STE549 ATOMIX
STD017 AUTODUEL
STE090 AXE OF RAGE
STE065 BACKGAMMOM
STD927 BAKER ST DETECTIVE 1/2
STE052 BEAM
STD371 BEAT BOX
STE494 BERLIN 1948 EAST/WEST
STD042 BERMUDA PROJECT
STD402 BEYOND ZORK
STD494 BIO CHALLENGE
STD652 BLACK CAULDRON
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STE103 CALIFORNIA GAMES
STD132 CAMELOT
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STD671 CHARIOTS OF WRATH
STE389 CLOUD KINGDOM
STE676 CODENAME: ICEMAN
STE051 COLLEGE & PRO FOOTBALL
STE540 COLONELS BEQUEST
STD048 COMBAT COURSE
STD832 CORNERMAN
STD049 CORRUPTION
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STE393 DAN DARE III
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STD250 DEJAVU II
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STD727 DEMON'S WINTER
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STE024 DOMINATOR
STE277 DR DOOMS REVENGE
STE444 DRAGON SCAPE
STD754 DRAGONS OF FLAME
STE450 DYIER-07
STE135 DYNAMITE DUX
STE474 DYNASTY WARS
STD851 ECHO
STE759 EDD THE DUCK
STD065 ELIMINATOR
STD496 ESPIONAGE
STD346 EXOLON
STE216 FALLEN ANGEL
STE013 FAMOUS FIVE
STD080 FERNANDEZ MUST DIE
STE555 FINAL BATTLE
STE266 FIRST CONTACT
STE551 FLIP IT N MAGNOSE
STD436 FONTZI
STD076 FOUNDATIONS WASTE
STD719 GAMES, THE
STE107 GEMINI WING
STD517 GOLD OF THE REALM
STE011 GOLD RUSH
STD268 GRAIL, THE
STE372 GRAVITY
STE572 GREMLINS 2
STD092 GUILD OF THIEVES
STD091 GUNSHIP
STD103 HACKER II
STD087 HACKER
STE406 HAMMERFIST
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STE395 HEAVY METAL
STD102 HELL BENT
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STD117 LOMBARD RALLY
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STD837 M-CACHE
STD147 MACH IV
STD443 MAD LIBS
STD142 MAFDET & BOOK OF DEAD
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STE119 MANHUNTER II SAN FRAN
STD150 MANIAX
STE559 MANIX
STD706 MAYDAY SQUAD
STD154 MENACE
STD157 MERCENARY
STD932 MERCENARY 2ND CITY
STD140 METRO CROSS
STE236 MIAMI VICE
STD928 MICROLEAGUE 1986 NL/AL
STD093 MICROPROSE SOCCER
STD840 MIRROR IMAGE
STD609 MIXED UP MOTHER GOOSE
STD152 MOUSE QUEST
STE521 MR DO RUN RUN
STE125 MR. HELI
STD690 NERVANA 3 & 4
STD343 NETHERWORLD
STD856 NICKELODEON FIVE
STE129 NIGHT WALK
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PST365 PROGRAMMING IN ASSEMBLY #2 - by Robert Arp. Chapters 8 thru 11 (DS)

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PST370 ATARI ST TOPICS - Contains some of the programs that are covered in the Ralph C. Turner book of the same name.

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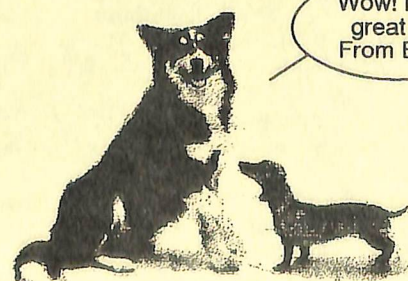
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